

New for Fall-Xmas '84

Board Games . . .

HITLER'S WAR \$16

HITLER'S WAR examines the war in Europe at several levels. **Operation Barbarossa** concentrates on the great ground struggle waged for four long years between Stalingrad and Berlin. **The Fall of Germany** begins at the eve of the great amphibious invasion of France and expands the war into the West. The **War for Europe** completes the picture with an examination of the entire six years of war in all of its ramifications. Great fleets of bombers may be launched towards enemy targets; swift Axis raiders joined by their deadly brethren, the U-boat, can attempt to break the British supply line with America; mighty armadas may sail to challenge, in combat, for control of the seas; and much more.

But **HITLER'S WAR** does not limit one to just the kind of tactical or strategic decisions normally expected from a war game. The great choices that faced each government must also be solved. Questions relating to war direction, production priorities, and research allotments become as important to ultimate victory as when to invade Russia or how much force will be needed to overrun France. Should the Allies attempt victory through airpower? Are the Soviets better off building up their armies immediately or, rather, concentrating on improving the weaponry first? How much should the Axis invest in large mechanized armies versus the construction of U-boats? And, perhaps, the ultimate question — is the valuable time and expense required, with the ever-present risk of failure, worth the attempt to build an atomic bomb?

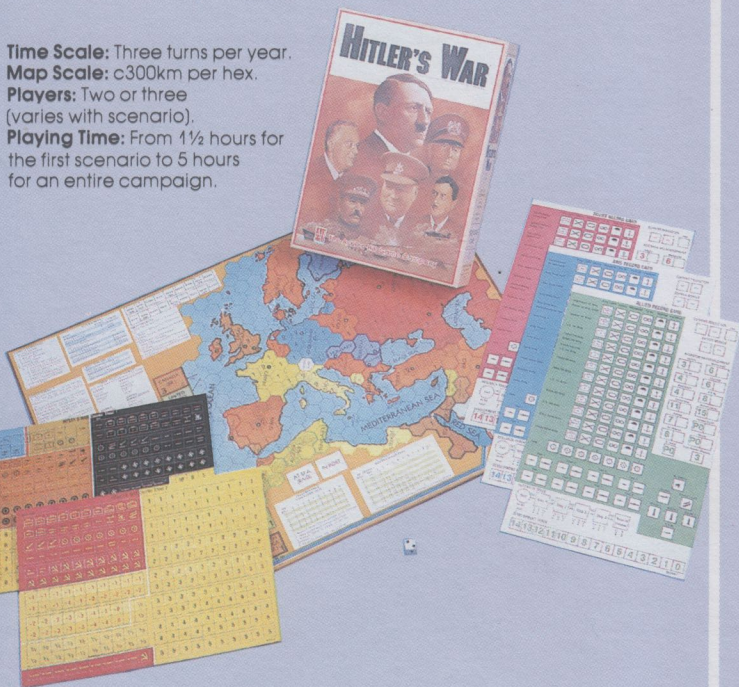
These are only a few of the questions that you will have to answer each time you open a copy of . . . **HITLER'S WAR**.

Time Scale: Three turns per year.

Map Scale: c300km per hex.

Players: Two or three (varies with scenario).

Playing Time: From 1½ hours for the first scenario to 5 hours for an entire campaign.



BANZAI \$12

BANZAI expands upon 1983's most innovative and acclaimed game system to bring the steaming jungles of the SW Pacific to your gaming table. The mystique, incredible courage, and tragic flaws of the Japanese soldier are vividly portrayed in the tense, exciting games of simulated man-to-man combat which only **UP FRONT** presents in such panoramic splendor.

Owners of **UP FRONT** will find the game system extensions included herein to be the ultimate of simplicity and convenience; while adding rich detail to the portrayal of the Japanese and British nationalities, as well as accounting for American marines. Twelve new scenarios depict not only typical SW Pacific encounters, but allow more variations for **UP FRONT**'s existing European scenarios as the British take on the Germans, or the Russians test the Japanese in Manchuria. Several new scenario types list European variations, thus expanding the scope of **UP FRONT**'s possible encounters. And, of course, the complicated T. O. & E. and capabilities of the new nationalities have been distilled into the eminently playable Personnel cards of the **UP FRONT** game system.

BANZAI offers the following new concepts to the freshest and most innovative game system wargaming has seen since **SQUAD LEADER**:

- **BANZAI** rules allow the Japanese to conduct their near-suicidal frontal assaults when all else fails.
- **BUSHIDO** rules reflect the tremendous fighting spirit of the Japanese soldier on many levels.
- **RAPID FIRE** rules depict the legendary coolness of the British under fire.
- **JUNGLE** rules easily adjust the game system to the unique environment of the SW Pacific.
- **RANDOM REINFORCEMENT** introduces an element of uncertainty regarding the enemy's resources and location which rivals far more complicated Role Playing systems for unforeseen turning points and the "Fog of War."
- **SOLITAIRE** rules allow the game to be played easily by one player, while retaining more uncertainties than the typical wargame.

TIME SCALE: Variable; approximately 5 minutes/deck

"MAP" SCALE: Variable; approximately 100 meters/range

PLAYERS: 1-2 (also recommended for team play with additional games)

UNIT SCALE: 1 Man/Gun Crew/AFV

PLAYING TIME: Varies from ten minutes to two hours; on average: 1 hour

Requires ownership of **UPFRONT®**



All Brand New . . . from

The Avalon Hill Game Company

4517 Harford Road ★ Baltimore, MD 21214

301-254-5300

Role-Playing Games and Modules . . .



THE YETI SANCTION \$10

OPERATION SNOWMAN!

When the CIA needed help, they turned to Force J. We weren't really spies; but we could get the job done. Now the Secretary of State had been kidnapped, and it was up to us to rescue him.

We suspected YETI. Young Everest Terrorist International operated a worldwide network for extortion, kidnapping and assassination. They were led by Anton Markov, the mad Russian anarchist who had once been chief of the KGB's Asian Bureau. Markov was a fanatic. From his base somewhere near the Tibetan border he issued the orders that sent countless innocents to their deaths.

It wasn't going to be easy. It seemed likely that Markov had planted a mole inside the CIA. The traitor could reveal our plans to the enemy; we couldn't be sure who to trust. We'd just have to scour Washington until we found the answers we needed. Even after investigating the kidnapping and uncovering the mole, we'd probably still have to climb Mt. Everest to confront Anton Markov and YETI.

But we weren't worried. After the bizarre events of our last adventure, a straight-forward kidnapping would be a piece of cake. Kill-crazy terrorists, Russian spies, and Chinese patrols would seem tame after battling other-dimensional monsters, cosmic mutants and supernatural horrors. At least we'd be on our own world and in our own time period, not in some strange universe where time and space became warped.

Little did we know . . .

The Yeti Sanction® is a **LORDS OF CREATION®** adventure module for player characters with a Personal Force of 20 or less. The characters are recruited by the CIA to rescue the kidnapped Secretary of State. The mission barely starts before they are embroiled in political intrigue, international terrorism and an expedition to climb Mt. Everest. Before the adventure ends, the characters must uncover the secret of the Yeti and defeat a host of foes reaching out from beyond the bonds of unknown dimensions.

The Yeti Sanction® contains:

- A 32-Page Adventure
- 3 Special Player Aids plus a three-fold Game Master's
- Screen which can be used with all **Lords of Creation®**
- game modules.

This is the second **Lords of Creation®** adventure module. It can be played by itself, or as a sequel to the **Horn of Roland®**. Future modules will take the characters on time-travelling adventures, to far-flung planets and into other-dimensional realms. Each module can be played separately, or as part of a continuing saga.

The **LORDS OF CREATION®** packaged set, which includes the **Book of Foes** and **Rule Book**, is required to play this adventure.

TOWER OF THE DEAD \$8

Set in the dark shadows of ruined Alzira, in mountains that strike fear to the core of the bravest heart, is a tower. Within this tower, shielded by forces of darkest Chaos and mortals who have been subverted into his service, through greed or power-lust, is a force. The force hungers. It yearns for power. It thirsts for vengeance. It aches for total domination over all living men, and complete control over the dead. The force is Nilgeranthrib.

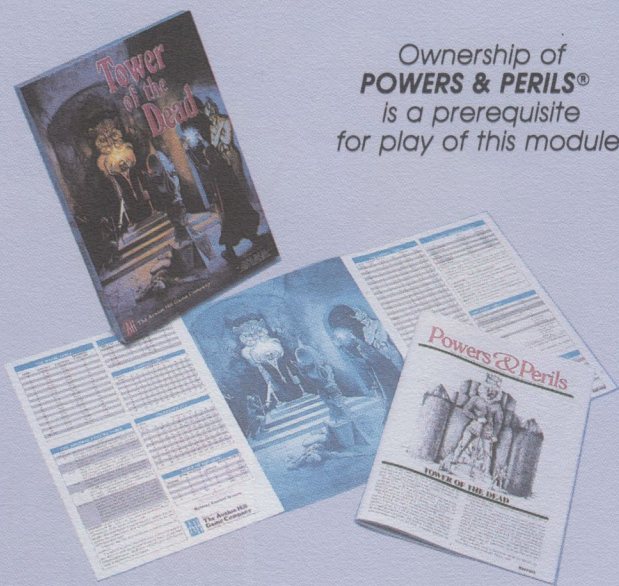
Not lightly is this name spoken. In the civilized and barbarian lands of Zarun and Thaliba, it is synonymous with unholy terror, the totality of evil and the power of Chaos. He is the Great Lich, the single adversary who has threatened existence in these lands for centuries. In their wisdom, all live in absolute terror of his might. Because of their piety and love of life, the brave men of these lands strive to contain his evil and end it.

Your valiant party enters this perpetual struggle at a time of ultimate crisis. Old Thaliba seeks isolation from common man. Zarun stands defeated in the dark forests of evil, the secret minions of the Lich are near to gaining control in Zarun and the city of Porta. The lord of the tower, a festering and cancerous boil in the heart of mortal existence, must be lanced before his putrescent evil can spill forth and inundate all that is good in the world. You are the surgeons who can, through wisdom, valor and cunning, accomplish this deed. On you rests the fate of the innocent souls of many lands, all forfeit if the Lich is suffered to live.

Tower of the Dead challenges a party of experienced adventurers to travel the deadly streets of Porta, through the evil infested forests and mountains, to the ultimate peril that waits within its walls. It dares you to face the might of Nilgeranthrib in an effort to destroy him and abort his plans of vengeance and domination before they can bear fruit.

This supplement is designed for use by a Referee and four to six players who are experienced with the **Powers and Perils** fantasy role-playing system. It contains a book and a Referee Control Screen. The book details the Black Ring, the city of Porta and encounter situations and areas that must be crossed, or that can arise, in the course of this adventure. The Referee Control Screen is designed to aid the Referee in using this supplement. It contains important tables from the book that he will use as the adventure progresses.

Tower of the Dead is a multi-level challenge that takes the party from simple street brawling to combat against the ultimate magical power of the **Powers and Perils** world. It is not for the faint at heart. It is a devastating challenge for any role-playing gamer.



Ownership of
POWERS & PERILS®
is a prerequisite
for play of this module.

RUNEQUEST (Deluxe Version) \$38

A new and expanded version of the 4-year old game that is #1 in Great Britain; adds sorcery to a time-tested system that includes Players Book, Magic Book, Creatures Book, Gamemasters Book, Introduction to Glorantha Book, two Players Notes Booklets, Dice . . . plus polyhedral Dice.

RUNEQUEST (Players Box) \$20

The "cut-down" version of the deluxe game; includes Players Book, Magic Book, Players Notes Booklets, Dice . . . all one needs to get into play quickly.

RUNEQUEST (Gamemasters Box) \$25

Specially designed for gamemasters; includes those components of the deluxe version not found in the Players Box. Comes with Gamemasters Book, Creatures Book, Introduction to Glorantha Book, Game Aids and full-color Map.

Your mounts are thirsty and weary. The green lands of home are many days behind. You ride into peril and fate unforeseen, for the dangers, monsters, and powers ahead are vast.

But you and your friends are tough and cunning. You have mastered many of *RuneQuest's* hundreds of magical spells and conditions. You have chosen well from over 80 weapons and 11 types of armor. Each of you is different and individual—you belong to definite cultures, your parents taught you crafts, trades, and skills. You have joined together to accomplish heroic

deeds, and the mightiest evil will pause before your determined fellowship.

RuneQuest unites game and imaginative reality. The combat rules are drawn from the author's long experience with hand-to-hand combat. Using the magic rules you can recreate any wizard or mage of fiction or film, or create new ones yet undreamed of. By manipulating a few basic values you can play individual and unique adventures drawn from ten intelligent species.

Unparalleled realism and flexibility are yours, supported by rules easily understood and enjoyable to play. Though the *RuneQuest* rules examples are set in the Dark Ages of fantasy Europe, the game system is playable within any fantasy world.



\$4 each

Accessory SQUAD LEADER MAPBOARDS

Eight new geomorphic mapboards, designed for release with the **Advanced Squad Leader** series (July '85 release); **can be used with current Squad Leader** game and gamettes. **Available NOW** as separate accessory items—order by number (16 thru 23).

Leisure Time Games . . .



The Avalon Hill Game Company's GAME OF TRIVIA \$38

- 6,600 Questions and Answers!
- Individual High-Quality Glossy Cards
... Collated and Ready for Play!
- Sturdy Full-Color Mounted Playing Board
Displays Six Different Schools of
Study at TRIVIA TECH!

"... more interesting than that
of other trivia board games ..."

GAMES MAGAZINE

September '84

For sheer quality of printing and brilliance of play, The Avalon Hill Game Company's GAME OF TRIVIA is superb! The campus of Trivia Tech is the setting. Players earn their degree as "Bachelor of Trivia" by answering questions on subjects ranging from space age to rock and roll, classic literature to bluegrass music, ad slogans and campaign slogans, biology, technology, ornithology, sports, soap opera, cinema, TV fare . . . in general a greater diversity of questions than found in any other game to date.

For 2 or More Players: Great for Teams!

An Entertaining Collection from Actual U.S. Patent Documents



INVENTIONS \$6

Part BOOK . . . part GAME! You'll find it fun to test your powers of perception by guessing what these actual patented inventions were designed for . . . and even more interesting to discover what they really are!

**106 wacky inventions illustrated
... and described by their inventors .**

The game that keeps you guessing!

Enjoy the book . . . and play the game!



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